to completely prevent the display surface of the reel **30***a* from being viewed by the player's eyes from the point C through the EL panel **28***b*.

[**0104**] Incidentally, a state at least capable of preventing the display surface of the reel **30***a* from being viewed from the point A is acceptable so long as it is used in an ordinary way. This state is attained by, for example, the distance L**3** from the EL panels **28***a*, **28***b*, and **28***c* being 45 cm and the ordinary lateral motion width Lx being 10 cm. Even in this case, the distance Lb between the El panel **28***a* and the display surface of the reel **30***a* must be equal to or less than 4.8 cm when Lz=8 cm and Lc=1.5 cm (which is similarly applied to that between the EL panel **28***c* and the reel **30***c*).

[**0105**] Thus, in this embodiment, the distances Lb between the EL panels **28***a*, **28***b* and **28***c* and the reels **30***a*, **30***b*, and **30***c* are determined in consideration of the widths of the EL panels **28***a*, **28***b*, and **28***c*, the widths of the reels **30***a*, **30***b*, and **30***c* as well as the interval between the EL panels **28***a*, **28***b*, and **28***c* while assuming the range of the player's posture variation. In consequence, the player cannot see, through a certain transparent EL panel **28***a*, **28***b*, or **28***c*, the pattern on an adjacent reel **30***a*, **30***b*, or **30***c*, and overlapping display does not cause any confusion. The arrangement conditions are not limited to those described above, but may be changed appropriately. Further, the same advantages can be obtained by setting other factors (dimensions, distances, shapes, etc.) other than those described above.

[**0106**] This embodiment can be applied to a machine having reels that performs scroll-display of back patterns **310**, and a transparent display panel that displays (activate) winning lines **320** overlapping with the back patterns **310** as shown in **FIG. 14**. By adopting this embodiment appropriately, for example, a diagonally extending line **320** can be recognized on the diagonally arranged three back patterns **310** precisely even when the player's viewpoint slightly changes.

[**0107**] As a modification of this embodiment, as shown in **FIG. 15**, partition walls **510** may be provided to prevent the pattern on a certain reel **30***a*, **30***b*, or **30***c* from being viewed through an adjacent EL panel **28***a*, **28***b*, or **28***c*. Specifically, the partition walls **510** are disposed in spaces between the EL panels **28***a* and **28***b* and between the El panels **28***b* and **28***c*, so that the patterns of the reels **30***a*, **30***c* are not viewed through the EL panel **28***b*. The partition walls **510** also prevent the pattern of the reel **30***b* from being viewed through the EL panel **28***c* or **28***a*. Thus, the pattern of a certain reel **30***a*, **30***b*, and **30***c* is not viewed through an adjacent EL panel **28***a*, **28***b*, or **28***c*, and the overlapping display does not cause any confusion.

[**0108**] A depth dimension of each partition wall **510** can be determined in accordance with the distances between the El panels **28***a*, **28***b*, and **28***c* and the reels **30***a*, **30***b*, and **30***c*. The depth dimension of the partition wall **510** set a little larger can exhibit the above advantageous in both cases where the reels **30***a*, **30***b*, and **30***c* are positioned at an close distance (position D) from the EL panels **28***a*, **28***b*, and **28***c*, and at a remote distance (position E) from them.

[**0109**] Next, another modification is explained wit reference to **FIG. 16**, which controls each width of the EL panels **28***a*, **28***b*, and **28***c* and each width of the back patterns **31** so that the back patterns **31** of the reels **30***a*, **30***b*, and **30***c* are not seen through the respective adjacent EL panels **28***a*, **28***b*, and **28***c*.

[**0110**] Specifically, the width of the EL panels **28***a*, **28***b*, and **28***c* is smaller than that of the reels **30***a*, **30***b*, and **30***c*; however, the back patterns **31** are not drawn at an entire region of the reels in the width direction. The widths of the back patterns **31** are sufficiently smaller than the width of the EL panels **28***a*, **28***b*, and **28***c* (for example, about a half of the width of the panels). Because of this, even when the player's viewpoint changes in the lateral direction largely, the player can see the patterns **31** of the reels **30***a*, **30***b*, and **30***c* in its entirety through the EL panels **28***a*, **28***b*, and **28***c* (without a blind spot region) without producing blind points. The player can then securely recognize the stationary displayed patterns **31** that indicate losing or winning information to the player. Thus, any confusion is not caused by incomplete views of the back patterns **31**.

Third Embodiment

[**0111**] A third embodiment is also to improve visibility of the overlapping display of the back patterns and the overlapping patterns.

[**0112**] First, a slot machine **15** in the third embodiment is explained with reference to FIGS. **17** to **20**. The slot machine **15** has a front frame **11** to which a panel **6** is attached. The panel **6** has a display window **6**a at a position facing a player **7** in a state where the machine **15** is installed. A transparent EL panel, **5** is attached to the back surface of the panel **6**, which corresponds to a front side display means (display unit). A rotational reel display device **2** is disposed at the back side of the transparent EL panel **5** (inside of a box **100** shown in **FIG. 19**). The rotational reel display device **2** is composed of three reels **2***a*, and motors **2***b* (**FIG. 21**) for driving the reels **2***a*. Patterns **2***c* ($, 7, X, etc.) exemplified in **FIG. 18** are drawn on the respective reels **2***a*, and respective three patterns **2***c* can be seen through the display window **6**a. That is, a 3×3 matrix is displayed by the reels **2***a*.

[**0113**] A fluorescent lamp **9** is disposed inside the front frame **11** at an obliquely upper position of the EL panel **5**, and illuminates the reels **2***a*. Further, a sort of switches such as a start lever **3** and stop switches **4** that are operable by the player to play slot games, a coin insertion port **140**, and the like are provided on the front frame **11**. As shown in **FIG. 18**, the stop switches **4** are provided one by one at positions corresponding to the respective reels **2***a*. As shown in **FIG. 17, a** CCD camera **21** is further installed at an upper portion of the slot machine **15** in such a way that it can take photographs of approximately the upper part of the player using the slot machine **15**.

[**0114**] Referring to **FIG. 19**, the front frame **11** is rotatably supported by the box **100** via hinges **10***a*. The EL panel **5** is integrally formed with a drive circuit **12**, and is connected to a main substrate **13**, which is accommodated in the box **100**, through a harness **12***a*.

[**0115**] Because the EL panel **5** is attached to the front frame **11**, it can be exposed entirely by opening the front frame **11**. Therefore, the inspection and repair of the EL panel **5** can be performed easily, and thus the maintenance performance is good. Further, because the drive circuit **12** is